



Licensed by Nintendo toy play on the license by Nintendo toy play of the li





Distributed by Banda Amanen, was elliendale ful Distri-

PHOTED BLUEFAN

BANDAI.



This game is licensed by Nintendo for play on the

(Mintende)

ENTERTAINMENT SYSTEM"

Chubby Cherub is a trademark of Bandai America, Inc. 1986 Bandai America, Inc.

Bandai is a registered trademark of Bandai America, Inc.

Nintendo and Mintendo Entertainment System are trademarks of Mintendo of America Inc.

Thank you for selecting the Nintendo Entertainment System Chubby Cherub Game Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Chubby Cherub, a sweet little angel, enjoys eating and loves to help people. But life is never so simple. There are many obstacles he has to overcome before being able to enjoy some delicious food or partake in exciting adventures. Dogs are always trying to bite him. Birds continually peck at him. And when flying, he often gets covered with puffs of smoke from the chimneys. Even attempts to rescue a friend held hostage are thwarted when a burglar throws firecrackers at Chubby Cherub.

And all of these keep happening all the time! It's enough to get Chubby Cherub down. But with you at the controls, Chubby Cherub can prevail over anything or anyone who hinders him when helping a pal or eating a succulent shish kabob.

Make Chubby Cherub's day a great onel He's depending on you!

Please read this Instruction Booklet carefully to ensure proper handling of your new game. Save the Booklet for future reference.

PRECAUTIONS

- 1. Turn off the power when inserting or removing Game Pak.
- This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
- Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

CONTENTS	P	4G	iΕ
1. Game description			3
2. How to operate the controller			5
3. How to play the game	1		7

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

CONTROLLER

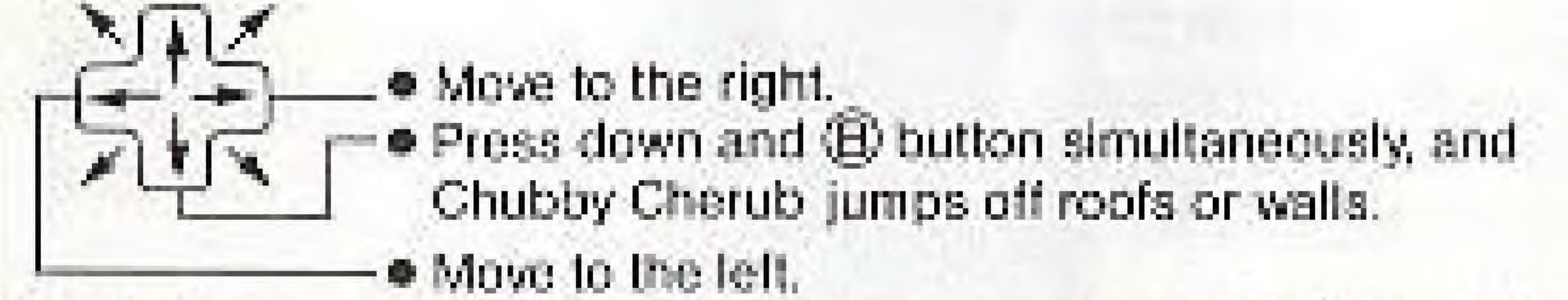
Controller 1—for 1 player game.

Controller 2—for second player in 2 player game.

SELECT button—START button

CONTROLLING CHUBBY CHERUB

With you in control, Chubby Cherub can be moved in the following directions:



While flying in the sky, Chubby Cherub can move in 8 different directions.

(A) button.

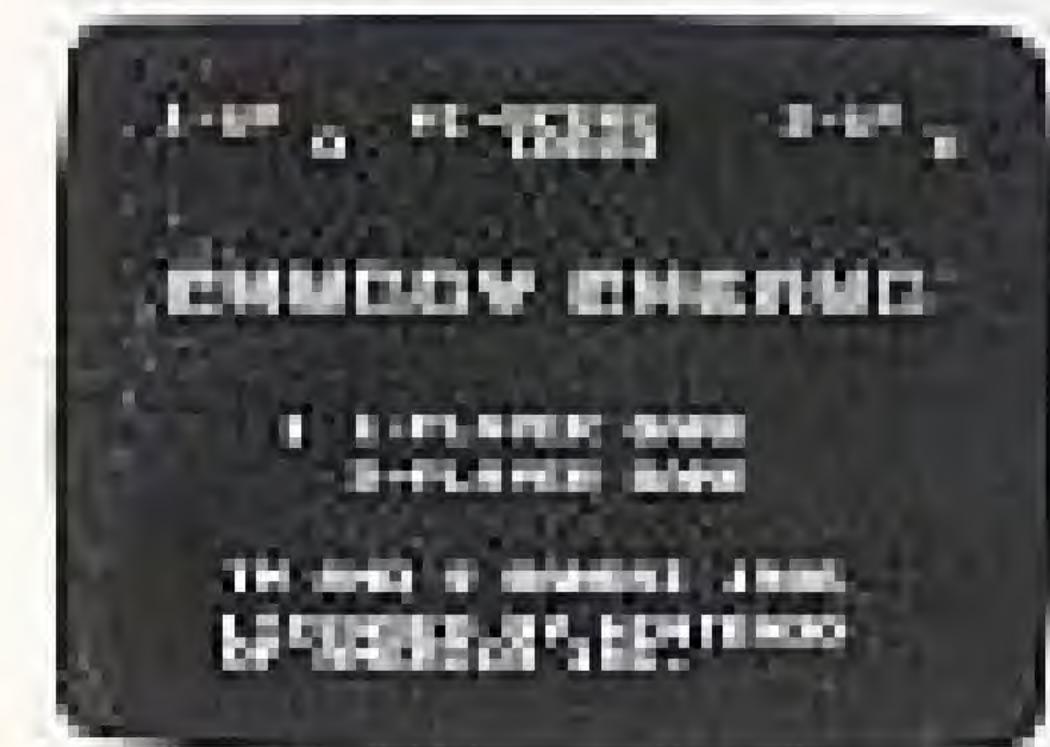
Use to eject 'GAU-GAU' cannon, which fires the heart symbols that Chubby Cherub makes (When Chubby Cherub eats a special candy, he can eject the 'GAU-GAU' cannon several times).

(B) button.

Use for jumping up or down. If you continuously press the (B) button, Chubby Cherub will fly.

While moving on roofs or walls, if you press the and (B) button simultaneously, Chubby Cherub can jump off roofs or walls.

- While Chubby Cherub is flying, if you press (B) button, he'll stop flying and come down.
- To be able to fly, Chubby Cherub has to reach a certain power level.
- To increase Chubby Cherub's power, he has to eat food.



SELECT button.

START button...

PAUSI

Use this button to select

"1 player" or "2 players".

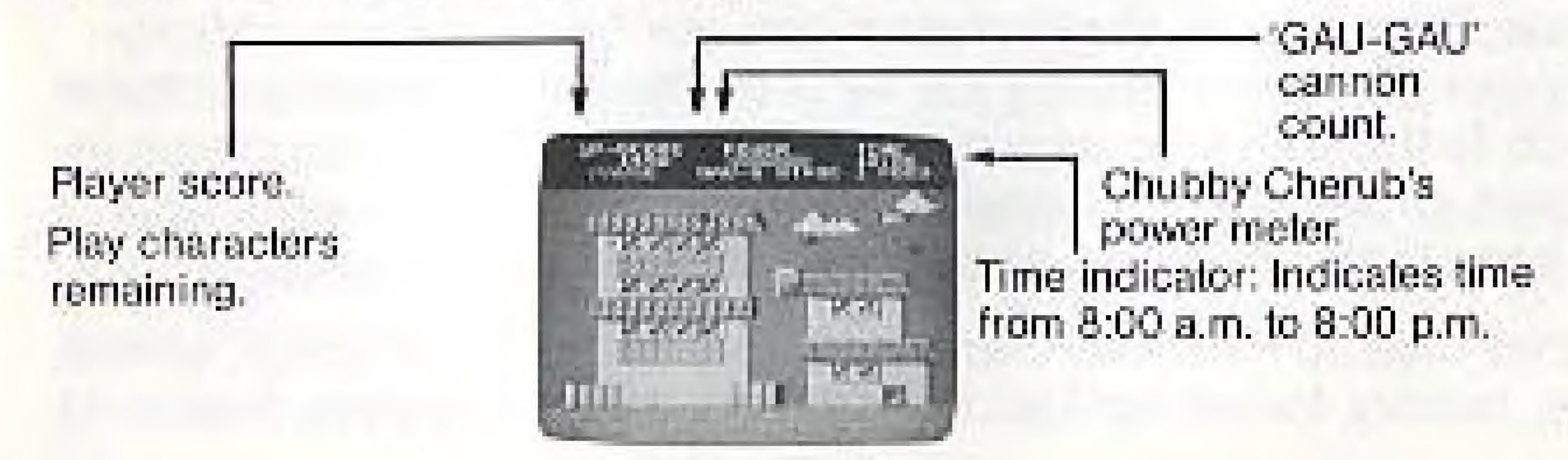
Press this button to begin

a game or pause.

play in the middle of a game.

press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

HOW TO PLAY THE GAME

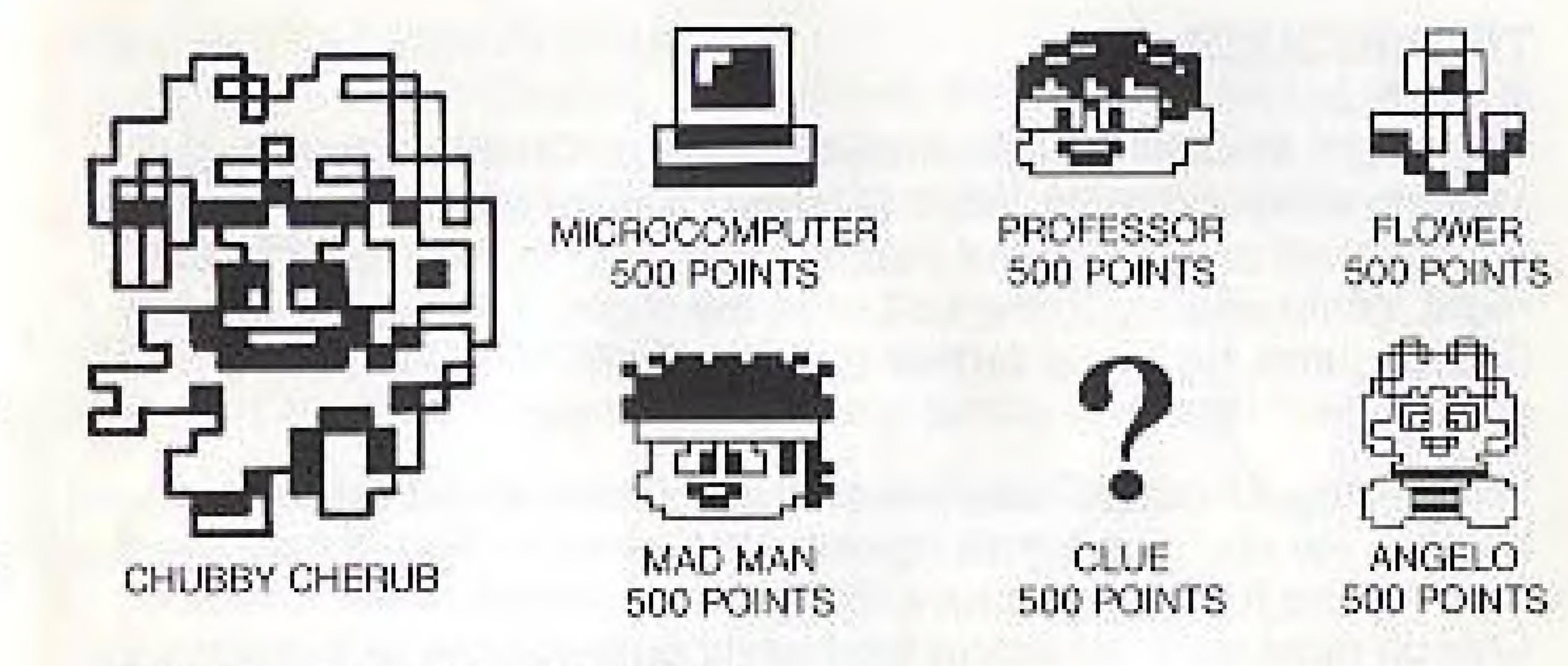


The screen gradually advances to the right as the game progresses.

- Each day covers a different adventure, and shows a different scenario. At the beginning of the game, the BONUS point is shown on the screen. The bonus point changes with each adventure.
- In the middle of an adventure, there will be a particular scene that will stop on the screen. The scene cannot advance until Chubby Cherub finds a particular object, food, or person in that scene.
- At the end of each adventure, Chubby Cherub must open a window of a building to find his friend, or to fight off the burglar and rescue his friend.

Chubby Cherub is often called upon to perform errands or to help people. For example, the Professor can ask him to deliver a Microcomputer (particular object). Or, he is told to give a flower (particular object) to the Mad Man as a present, for having caused problems in the past. Or, he has to discover a Clue to find his pal, Angelo, who has been kidnapped by a burglar and is being held hostage.

Chubby Cherub must overcome a number of obstacles (dogs, smoke, pipes, factory, forest, etc.) and perform his tasks in a given time in



order to achieve his objectives.

CIOCK

Once Chubby Cherub starts moving and the game starts, the clock at the top of the screen starts ticking away. Any time left on the clock when the game is ended will be added to your score.

The clock shows time from 8:00 a.m. to 8:00 p.m.

TECHNIQUES

JUMPING

The height of each jump is always the same. Chubby Cherub can jump on walls and roofs. While Chubby Cherub is jumping, if you press Right or Left on the Control Pad, he can jump to the Left or to the Right. While walking to the Left or to the Right, if you make Chubby Cherub jump, he'll go a further distance.

FLYING

While flying, Chubby Cherub moves at a faster speed than while walking. He also consumes more power when he flies. If he moves while eating food, he'll reduce his consumption of power. Chubby Cherub must keep on eating food while he's walking or flying.

SPECIAL CANDY



When Chubby Cherub eats a Special Candy, he can eject the 'GAU-GAU' cannon several times. This 'GAU-GAU' cannon makes Chubby Cherub's heart symbols. It makes the dogs scared and they run away.

'The dogs eject a 'BOW-WOW' gun also:

INVISIBLE CHUBBY CHERUB



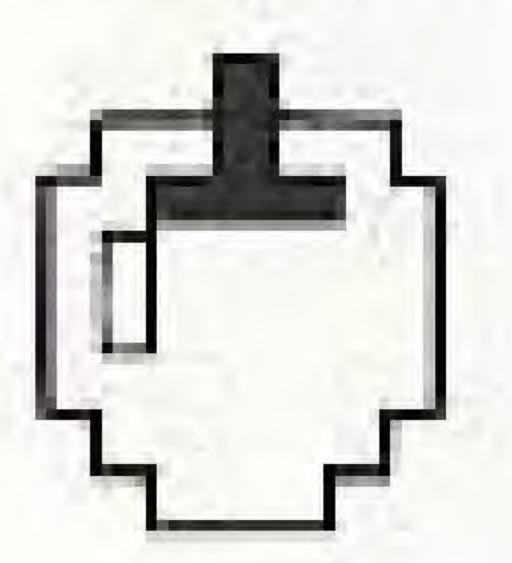
P MARK 200 POINTS When Chubby Cherub eats the 'P' mark, he becomes invisible and invincible for a short while. But, if he is hit by a dog's 'BOW-WOW' gun he becomes visible again.

CHUBBY CHERUB'S POWER

Beware! Chubby Cherub must continue eating to maintain his power.

Chubby Cherub consumes a lot of power when flying. He does not consume as much power when walking.

CHUBBY CHERUB'S FAVORITE FOODS:



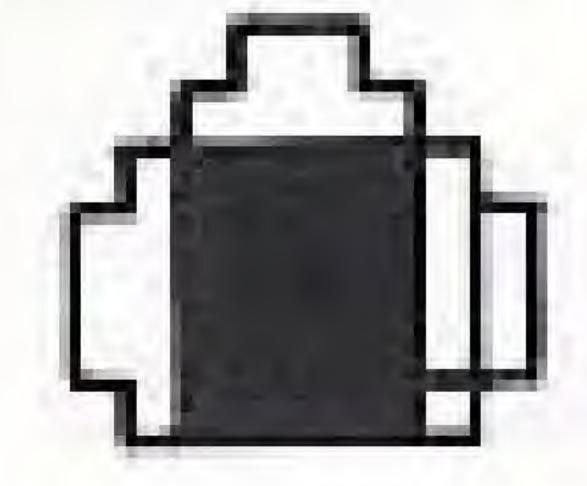
APPLE 10 FOINTS



GRAFE 10 POINTS



SHISH KABOB 20 POINTS



HAMBURGER 20 POINTS



CAKE 50 POINTS

HOW TO FIND FRIENDS

In the last scene of some of Chubby Cherub's adventures, he has to find a friend in a building.

When Chubby Cherub eats food, the window over the food opens. His friend could be behind one of these windows. But be careful, because a dog sometimes lurks behind a window too!

HOW TO DRIVE BACK BURGLAR

In the last scene of some of Chubby Cherub's adventures, he must rescue a hostage being held captive by a burglar. To do this Chubby Cherub must get a bone while the burglar throws the firecracker. Once he gets the bone, press (A) button and the bone will get thrown at the burglar. The dog will attack the burglar, the burglar will get scared and run away, and the hostage will be free!



BEWARE! THE FOLLOWING ARE DEADLY

Try to avoid the following:

- Chubby Cherub getting bit by a dog or pecked by a bird.
- Chubby Cherub getting hit by a dog's 'BOW-WOW' cannon, or by an egg thrown by the crow.
- Chubby Cherub getting hit by a burglar's firecracker, or by a balloon or smoke.
- Chubby Cherub losing power.
- I Time running out.

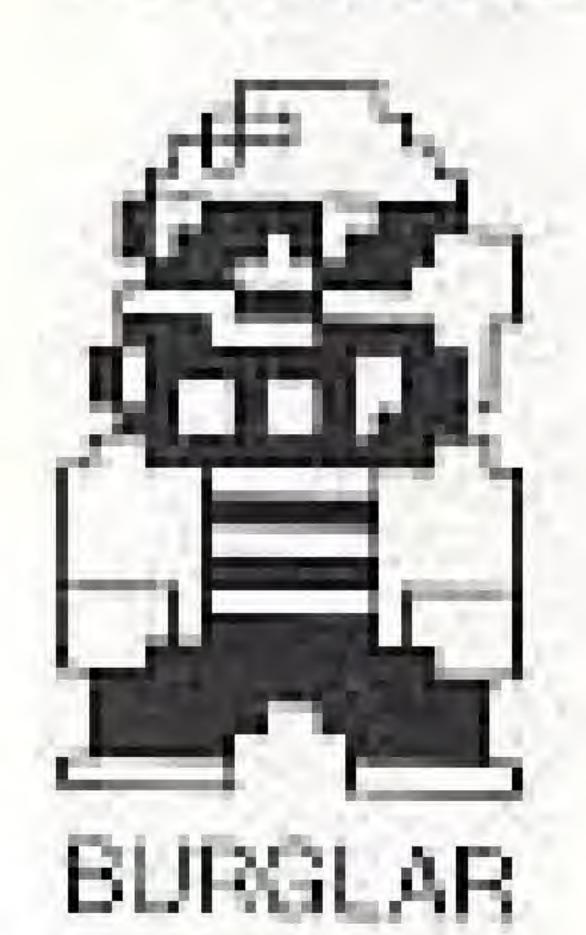
IDENTIFICATION OF THOSE WHO OBSTRUCT CHUBBY CHERUB

















SPECIAL TECHNIQUES

STOP MARK

In the middle of the first day, a 'STOP' mark will appear in the top right hand corner of the screen. This is a check-point for Chubby Cherub's food intake. If Chubby Cherub does not eat all of the food in the scene, he cannot advance.

DOGS' PATTERNS

Pay attention to the dogs' action patterns. The dogs have several action patterns and you should try to remember these patterns.

WINDOWS

At the end of a scene when the windows appear, do not jump when you open the windows. There are some windows from which dogs jump out of. It is better to start from the top and work to the bottom when opening the windows.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Recrient the receiving antenna
- Fielocate the NES with respect to the receiver
- a Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems, This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WORRANTY

DOLCAY LIMITED WASHINGTY

Bandar America, Inc. ("Bandar") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Rober Accessories) shall be then from detects in resterial and workmanship for a period of 60 days from date of purchase. It a defect severed by this wirranty secure suring this 60 day warranty period. Bandar will repeat or replace the PAK, at its option, free of charge.

To receive this waterance someone

- I. DO NOT require your melection Owner Peak to the rotation.
- 2. Notify the Bandat Consumer Service Department of the problem requiring warranty service by patiting: 1-201-825-1060. But Consumer Service Repartment is in operation from 9/00 AM: to 5/00 PM. Eastern Time, Monday through friday.
- 3. If the Sender service technicism is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this sumber on the publish packaging of your defective PAK, and return your PAK, bright propakt, anyour risk of domega, together with your sales skp or similar proof-al-parchase within the 90-day watership period to:

Consumer Service Department
4 Péant Court
Allendais, NJ 07401

This wastently shall not apply if the PAK has been distraged by negligence, accident, assessmanable use, modification, targering, or by other pauses assessed to defective materials or work narethin.

THE BUILD AFTER EXPRESSION OF VARIABLES

If the RMX develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department in the professionamber noted. If the Sandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective RAX freight proposed to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America, inc. Bandai will, at its option, subject to the conditions above, repair the PAK or esplace it with a new or required PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment returneds.

WASHAMTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND RITHESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DWS FROM THE CATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREBY IN NO EVENT SHALL BANDAL BELLABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMANSES RESULTING FROM THE DREACH OF ANY EXPRESS DRIMPLED WARRANTIES.

The provisions of this warranty are valid in the United Stakes only. Some states do not allow the taskens on how long an implied warranty. Itself or explanate of consequential or implicated damages, at the above limitations and exclusion may not easily to you. This warranty gives you appoints legal rights, and you may also have other rights which very from state to state.